Zachary Maier

S00881929

IT2700 CRN 12071

Systems Analysis and Design

Assignment 1

IT Job Interviews

As a systems analyst, general skills and attributes that an employer would be seeking in their next candidate would be proficiency in various programming languages, database management, and operating systems. Another great attribute would be general knowledge of the SDLC, software development life cycle, and its tools and methodologies. A good systems analyst would also have strong analytical skills; the ability to analyze complex problems, identify requirements, and propose solutions. Along with technical and analytical skills, a high performing systems analyst should also have good communication skills, project management, and attention to detail. Considering teamwork and adaptability, I believe I possess the aforementioned skill sets and would consider myself to be a highly qualified candidate for an entry level systems analyst position.

When comparing the information systems used by BigTech to that of the smaller, All For Your Pets The two companies utilize different IT systems to achieve the same goal of driving business growth. BigTech often utilizes a more complex ERP or Enterprise Resource Planning system that integrates nearly all business processes. Owing to BigTech’s size, branches like finance, human resources, supply chain management, and sales can all be interconnected into one by using an ERP system.

On the other hand, All For Your Pets may focus more on specified parts of their business operation, like e-commerce or customer relationship management. These specific industry systems are tailored for users with simpler infrastructure and greater ease-of-use compared to BigTech.

Overall, both use a form of business intelligence systems to analyze data and gain insights into their operations. But to successfully deploy software systems, nearly all companies use a technique called prototyping. Prototyping involves creating a preliminary version or “prototype” of a system or product to demonstrate its functionality and gather feedback. It allows for early validation of requirements, design concepts, and usability, helping to identify and address issues before investing significant resources in full-scale development.

Prototyping can take various forms, such as paper prototypes, wireframes, mock-ups, or interactive prototypes, depending on the stage of the development process and the project requirements. These prototypes in whatever form they may come, help to clarify and refine requirements by visualizing concepts and functionality. This idea also helps facilitate communication and collaboration between stakeholders, developers, and designers, minimizing risks by identifying potential issues early in the development cycle. Prototyping also greatly speeds up the development process by providing rapid feedback and iterations.